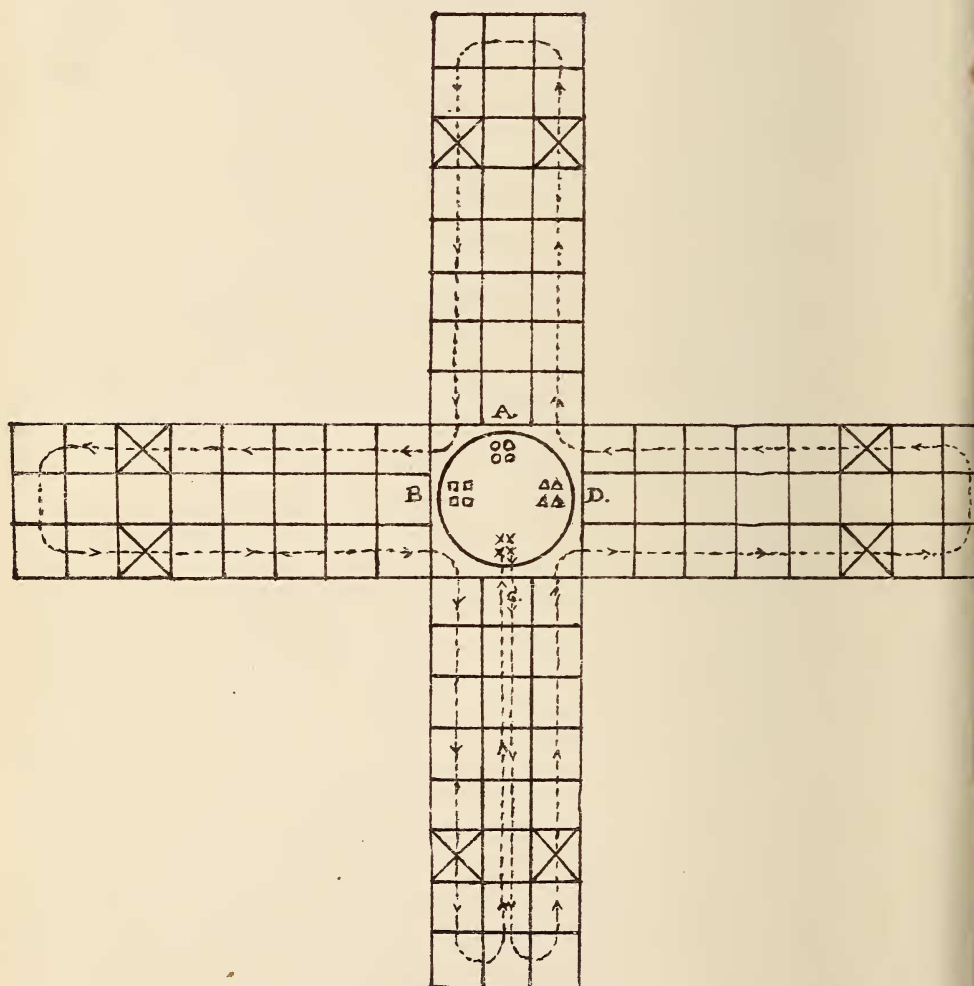


— The Acheh Game. —



Diag. I.

The dotted line shows the course traversed by one of C's pieces

Notes on Malay Indoor Games.

BY O. T. DUSSEK.

While reading Dr. C. Snouck Hurgronje's book, 'The Achene-
nese' (the late Mr. O'Sullivan's translation), I came across some
notes on a game called 'main pacheh,' and on enquiring I found
that the game is well known among Penang Malays. The board
used, however, and the scoring are so different as to be worthy of
record.

I attach diagrams and short notes in order to point the con-
trast.

Main Pacheh.

THE ACHEH GAME.

This game can be played by 2, 3, or 4 persons, each player
sitting at one extremity of the cross-shaped board, (see Diagram 1).

Each player has four pieces which at the commencement of the
game he places in the central circle *i.e.* opposite A, B, C, D, respec-
tively.

The idea of the game is similar to our children's race-games,
all the pieces having to career round the board, and the player all
of whose pieces reach home first wins the game. [The course to be
taken by one of C's pieces is dotted in the diagram].

The players throw by turn with seven cowrie shells, which must
fall with the opening either upward or downward, and score as
follows:—

7	shells	opening	upwards	=	14*
6	"	"	"	=	30*
5	"	"	"	=	25*
4	"	"	"	=	4
3	"	"	"	=	3
2	"	"	"	=	2
1	"	"	"	=	10
7	"	"	downwards	=	7*

* Secures an extra throw.

After each throw a player moves any one of his pieces (at his
own selection) over a number of squares equal to the number of
his throw.

A great point of the game is to try and 'pukul' an opponent
i.e. to reach a square on which an opponent is already standing, in
which case the opponent's piece has to go back to the starting point.

The only squares on which two or more pieces are allowed to
stand at one and the same time are those marked X. On such
squares no penalties are incurred by any piece.

[Note.—I find that the game is too slow, and to brighten things
up a bit we use 8 shells, score as above, with the addition of

8 shells opening upwards	..	=	50*
8 " " downwards		=	40]

Main Pacheh.**THE PENANG GAME.**

This game can be played by 2, 3, or 4 persons, each player sitting at one of the four points A, B, C, D (see diagram 2).

Each player has four pieces which at the commencement of the game he places in the crossed square facing his position: these four squares opposite A, B, C, D, are the respective starting points.

The course to be taken by one of B's pieces is dotted in the diagram. It seems rather confusing in its twists and turns, but the Malays do not seem to find it so.

The players throw by turn with four cowrie shells and score as follows:—

4	shells	opening	upwards	= 4*
3	„	„	„	= 3
2	„	„	„	= 2
1	„	„	„	= 1
4	„	„	downwards	= 8*

* Secures an extra throw.

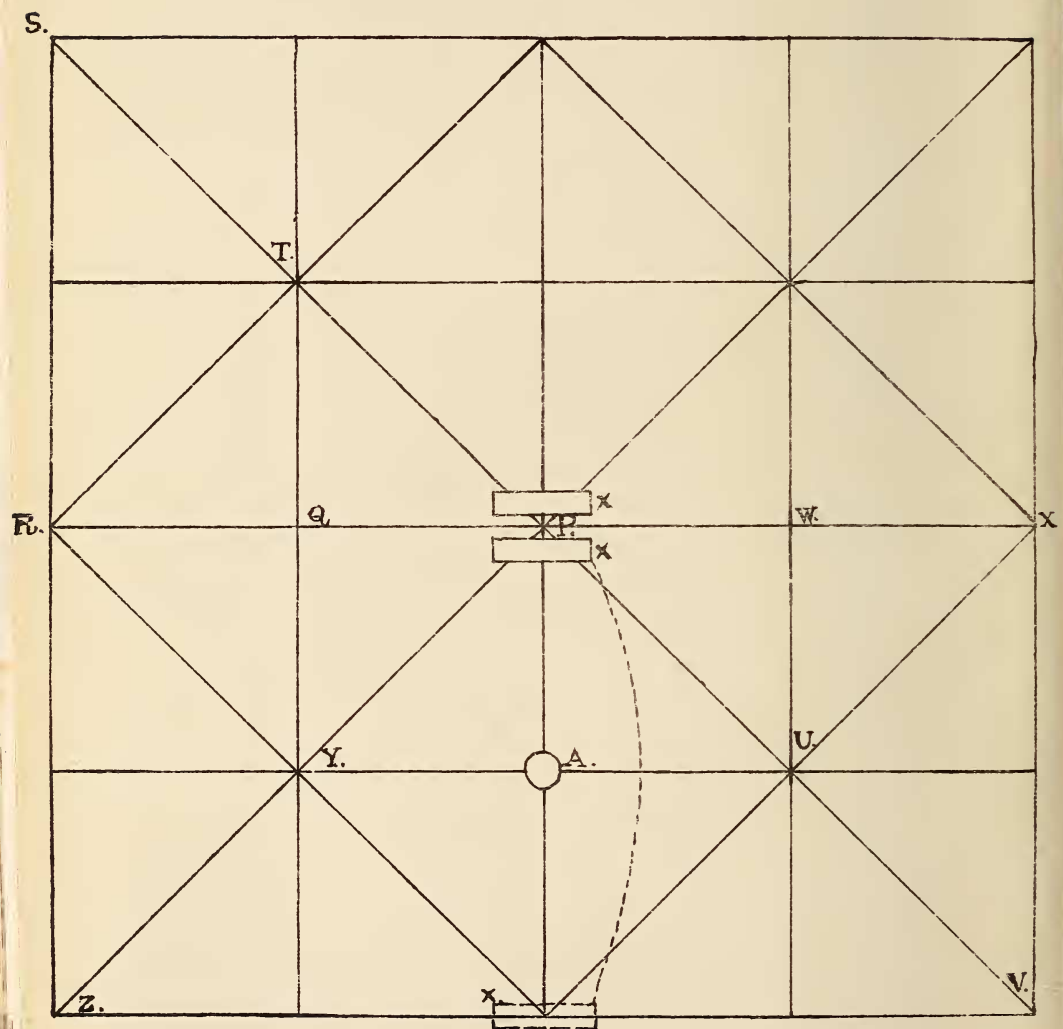
The method of procedure is exactly the same as in the Achehese variety, a square marked (X) has the same meaning, and a piece which is caught (pukul) must go back to its starting point.

[*Note.*—I find that this game also is tedious, and hasten things by introducing 5 shells, scoring as before with the addition of

5	shells	opening	upwards	= 12*
5	„	„	downwards	= 12].

— Main Tapak ĕmpat. —

———— A Menangkabau Game. ————



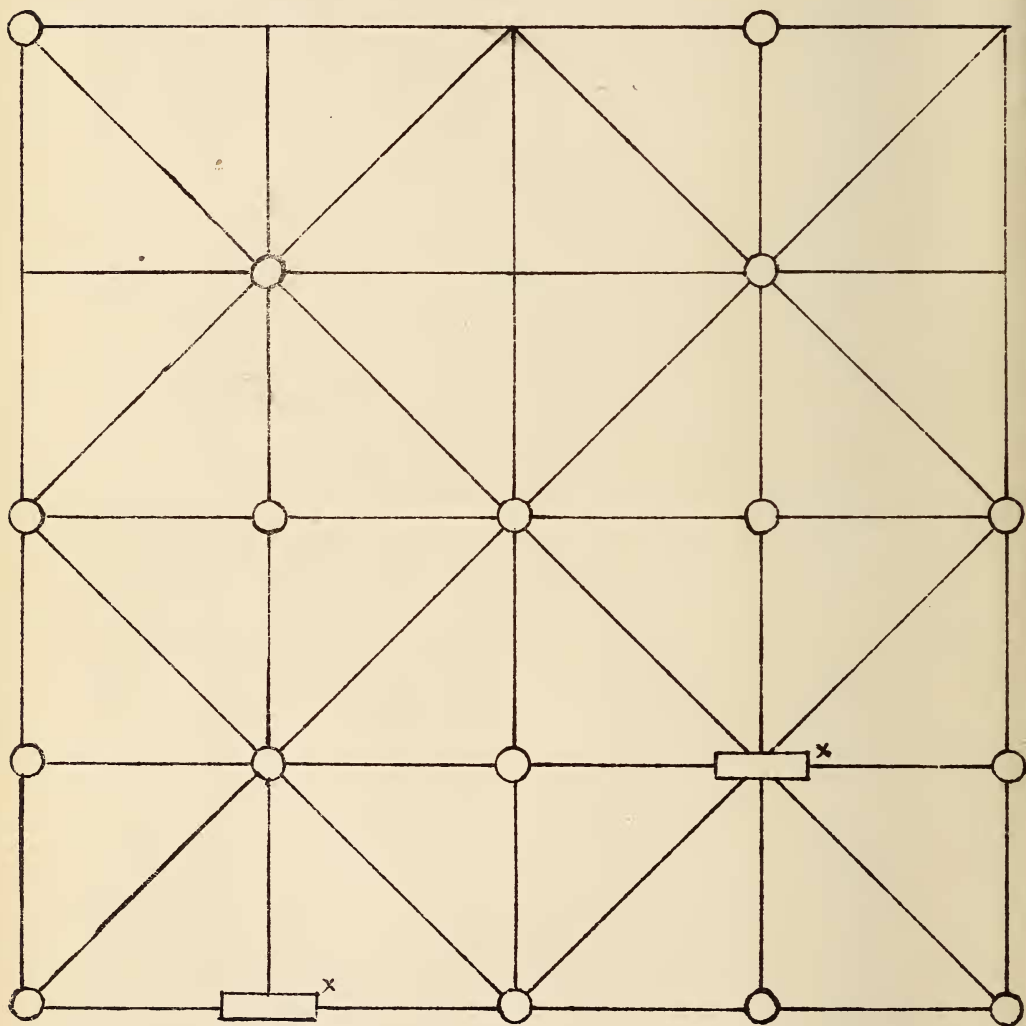
Diag: III.

○ = Kambing.
 □ = Harimau.

Showing the usual first move of A (Kamling)

———— Main Tapak empat. ————

———— A Menangkabau Game. ————



Diag: IV.

○ = Kambing.
 x
 □ = Harimau.

Showing Harimau beaten.

Main Tapak Empat.**A MENANGKABAU GAME.**

This is a type of 'fox-and-geese' or 'main harimau kambing,' which so far as I know has not yet been recorded.

The pattern of board used is represented in diagrams 3 and 4 which show the usual opening move and the 'harimau' beaten respectively.

The game is played by two players, one (A) taking the 'kambing' (24 pieces), while the other (X) representing the 'harimau' has two pieces.

The players move in turn, A commencing. A generally places his first piece as in diagram 3, it being considered worth while to separate the 'harimau' at the sacrifice of a piece.

A is allowed to place his pieces one by one at any of the points on the board, endeavouring all the time to enclose the two 'harimau' completely.

In order to try and avoid being hemmed in, X is allowed to move either of his pieces any distance he pleases along any of the parallel or diagonal lines passing through that piece's position, provided that none of the intervening spaces are occupied.

e.g. in diagram 3, X may move one of his pieces from P to any one of Q, R, S, T, etc.:—

X is further allowed to take the 'kambing' and this is done exactly as in draughts (English variety, not Malay). The dotted line in diagram 3, shows X ('harimau') capturing A ('kambing'). The 'kambing,' of course, is removed from the board.

If A's 24 pieces are exhausted and the 'harimau' are not hemmed in, then A has lost.

Diagram 4 shows a defeat of the 'harimau.'